

YAE DAKE

SCENARIO ASL TAC30 Translated by Coastal Fortress Gaming Group



VICTORY CONDITIONS: The American wins at game end if they control all Level 3 hexes on Hill 615.

Peninsula of MOTOBU, OKINAWA, April 16, 1945:

In the northern part of Okinawa, Mt. Yae Dake constituted the last bastion defended by the 4 independent mixed brigades of Colonel Udo. The terrain, a succession of peaks and covered ravines of coniferous trees, made the use of vehicles impossible. The Marines of the 6th division would have to fight without the support of the armored tanks and the equipment superiority of the Americans would be less evident. On the mountain, which dominated the area and its approaches, the Japanese soldiers admirably organized their defense and prepared a fanatic resistance. After a progression skillfully slowed down by harassing operations, the Marines finally arrived in attack position on April 14. On the 15th, the mountain was encircled on three sides by the 4th and 29th regiments. The artillery was laid out on the surrounding hills to support the final attack set for the next day.

BOARD PLACEMENT:

BALANCE:

- Add a 4-4-8 and a LMG to the Japanese OB
- ☆ US reinforcements from the 29th regiment enter on turn 4



34	2
36	

● JAPANESE sets up first	☆ 1	2	3	4	☆ 5	6	7	8	END
☆ AMERICAN moves first									

Elements of the 44th independent composite brigade "Udo Force" [ELR:4]
set up within 7 hexes of 34oW5 {SAN: 6}:



4-4-8	4-4-7	2-2-8	8-1	8-0	3 8-14	2 4-11	1 2-8	2 50-11-18	1 30-1
5	8	2		2			3	3	3
70* [(3)*-70]	20L (4)	2-2-8	4	6	24 factors				
2	3		4	6	24 factors				

Elements of Company A and C of 1st Battalion, 4th Marines Regiment (6th Marine Division) [ELR:5]
set up on/west of row K on board 34 and on/west of K1-P3-P10 hexgrain on board 36 {SAN: 3}:



7-6-8	9-2	8-1	8-0	3 6-12	2 4-10	2 60-13-45	2 8-4	2 24-1	4 30-1	8
8				2		2	2	2	4	

Elements of 29th Marines Regiment (6th Marines Division) [ELR: 5]
enter on turn 1 from south of board 36, on/east of row Q:



7-6-8	8-1	8-0	2 4-10	2 4-10	2 4-10	2 60-13-45
5						2

Reinforcements from 29th Marines Regiment (6th Marines Division) [ELR: 5]
enter on turn 5 along the east side:

7-6-8	8-1	8-0	2 4-10	2 8-4	2 24-1	3 30-1
5			2			3

Scenario Design: Jean-Luc Béchemec '92

SSR:

- EC are Moderate with no wind at start. PTO terrain is not in effect.
- Overlay 2 is placed on 34T2-T1. Marsh is Brush. Wood-Road hexes are Paths. Orchard is in season. Bridges are Fords.
- The Americans receive an 80mm battalion mortar OBAmodule.
- Only Japanese units can take advantage of Paths.

AFTERMATH: Shortly after noon, companies A and C of the 4th regiment start climbing the slopes and soon they grappled with the tough Japanese defense. Thrown back a first time they launched a new attack, taking the enemy fortifications on the stony slopes one after the other. The Japanese then launched a charge with 75 men, but the extremely accurate US artillery annihilated the bold japanese warriors. With a seriously shaken defense, the Marines soon took possession of the mountain top. It would take two more days to mop up the caves that riddled the hills of the last japanese sniper. Colonel Udo on the other hand had already fled on the 15th with the strong intent to carry on this desperate fight elsewhere.